

# Third Party Tools

Here you will find some useful links and tutorials on how to work with the HPL1 engine in terms of modeling, audio editing and even animation.

## COLLADA

All 3D modeling packages require the option to export in the [Collada](#) format, regardless what program is used.

## 3D Programs

1. [Alias Maya](#) - The world's most powerful integrated 3D modeling, animation & rendering solution.
2. [Autodesk 3D Studio Max](#) - A professional 3D computer graphics program for making 3D animations, models, games and images.
3. [Blender](#) - Open-source 3D modeling program that comes with built-in support for [Collada](#)

## 2D Programs

1. [Adobe Photoshop](#) - Professional image editing software.
2. [GIMP](#) - Open-source 2D **G**NU **I**mage **M**anipulation **P**rogram.

## Audio Editing Programs

1. [Audacity](#)

From:  
<https://wiki.frictionalgames.com/> - **Frictional Game Wiki**

Permanent link:  
[https://wiki.frictionalgames.com/hpl1/third\\_party\\_tools](https://wiki.frictionalgames.com/hpl1/third_party_tools)

Last update: **2020/02/07 14:51**

